

Learning with **SCRATCH**



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Scratch is a graphical programming language designed by researchers at M.I.T.'s Media Lab. Scratch's aim is to make programming accessible and fun for kids. It's simple enough for a 1st grader and sophisticated enough to keep high school seniors engaged and challenged. It has a visual lego-block interface that, while colorful and easy to use, teaches core computational ideas and programming concepts that apply to real-world programming languages.

Scratch is a free down-loadable program that runs on Windows, Mac OS, and Linux. It's also a community of users, developers, and educators linked together by the Scratch web site. Once you make a free Scratch account, you have access to galleries of user-created projects that you can download, resources for educators and students, and support in forums.

All of the resources needed to learn and teach with Scratch can be found here:

Scratch main web site

<http://scratch.mit.edu/>

ScratchED: an online community for educators who use Scratch

<http://scratched.media.mit.edu/>

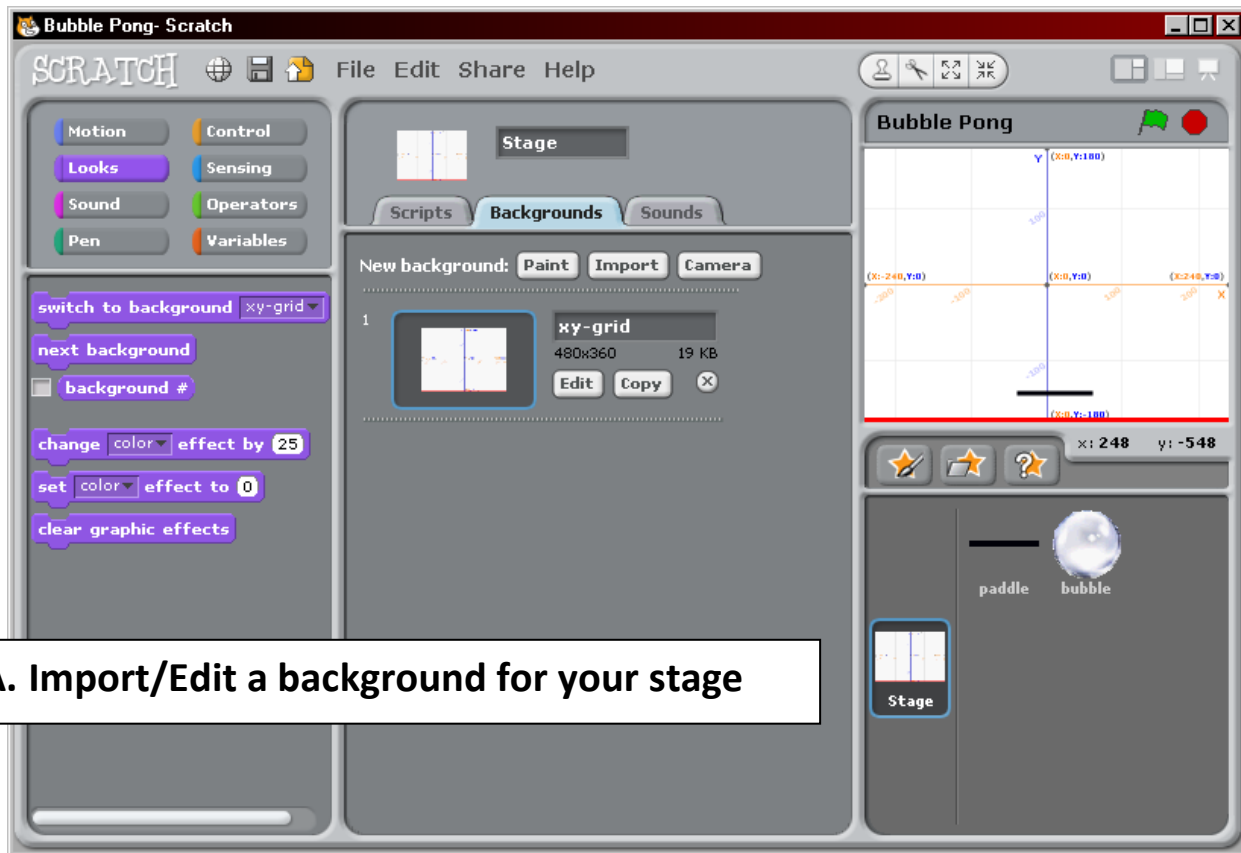
Scratch Forums: community of users/developers

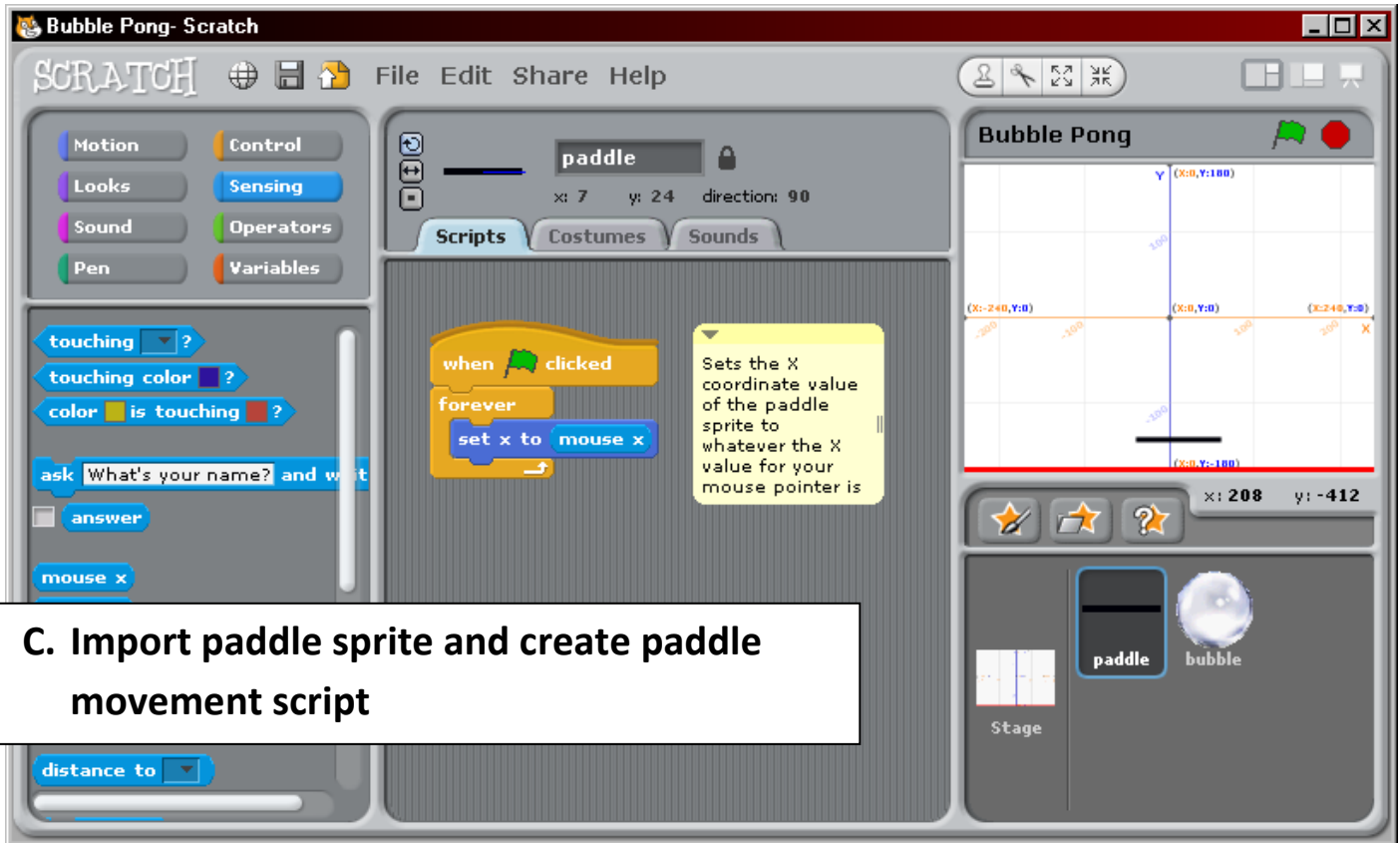
<http://scratch.mit.edu/forums/>

For your convenience I have placed copies of all the files I've used today on the Tech Fest 2012 wiki:

<http://dojtechfest2012.wikispaces.com/Scratch>

- PDF of this handout
- PDF of Scratch Reference Manual
- PDF of "Scratch Cards" for students
- PDF of "Getting Started Guide"
- 2 PDF's that answer the questions, "Why Scratch?" and "Why should I use Scratch in my class?"
- PDF of 73 page Curriculum Guide for Using Scratch (It's an ongoing project of ScratchED)
- The complete video game "**Bubble Pong**" that we're building today





C. Import paddle sprite and create paddle movement script



D. Import sounds for the bubble script

